

FIG. 1

The diagram illustrates a system for eye tracking and state judgment, consisting of a CAMERA (2) and a COMPUTER (1) connected via a communication line (C).

**CAMERA (2) Components:**

- MPU (Microprocessor Unit) (20)
- RAM (Random Access Memory) (22)
- ROM (Read Only Memory) (21)
- A/D CONVERTER (24)
- IMAGE PICKUP UNIT (23)
- FRAME MEMORY (25)
- COMMUNICATION INTERFACE (26)

**COMPUTER (1) Components:**

- CPU (Central Processing Unit) (10)
- RAM (Random Access Memory) (12)
- HD (Hard Disk) (11)
- FRAME MEMORY (13)
- EXTERNAL STORAGE DEVICE (15)
- COMMUNICATION INTERFACE (14)

The CAMERA (2) and COMPUTER (1) are connected via a communication line (C) between their respective COMMUNICATION INTERFACES (26 and 14).

A camera lens (17) is shown pointing towards the CAMERA (2).

**Programs:**

- EYE IDENTIFYING PROCESS PROGRAM
- EYE TRACKING PROCESS PROGRAM
- STATE JUDGING PROCESS PROGRAM

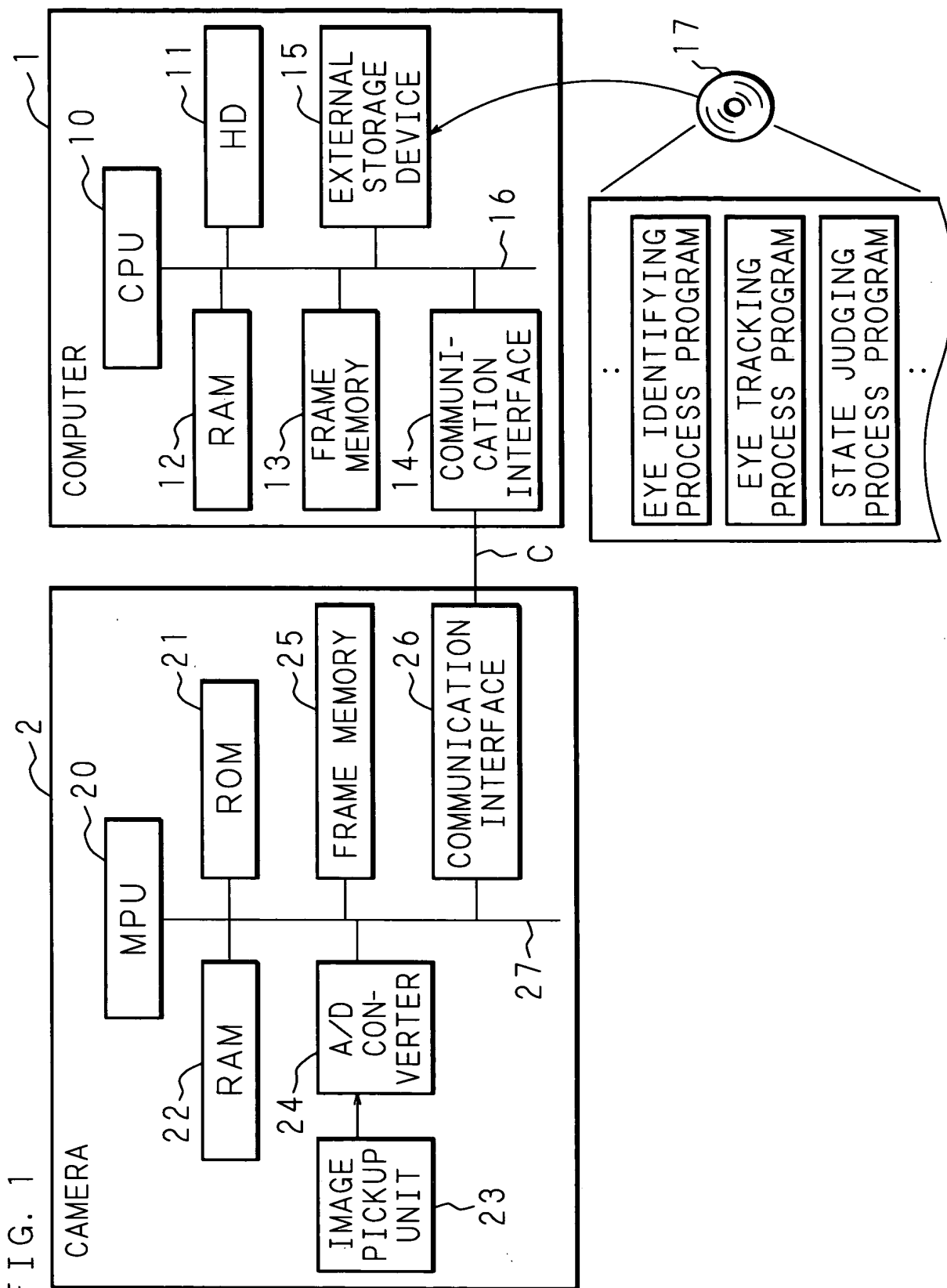


FIG. 2

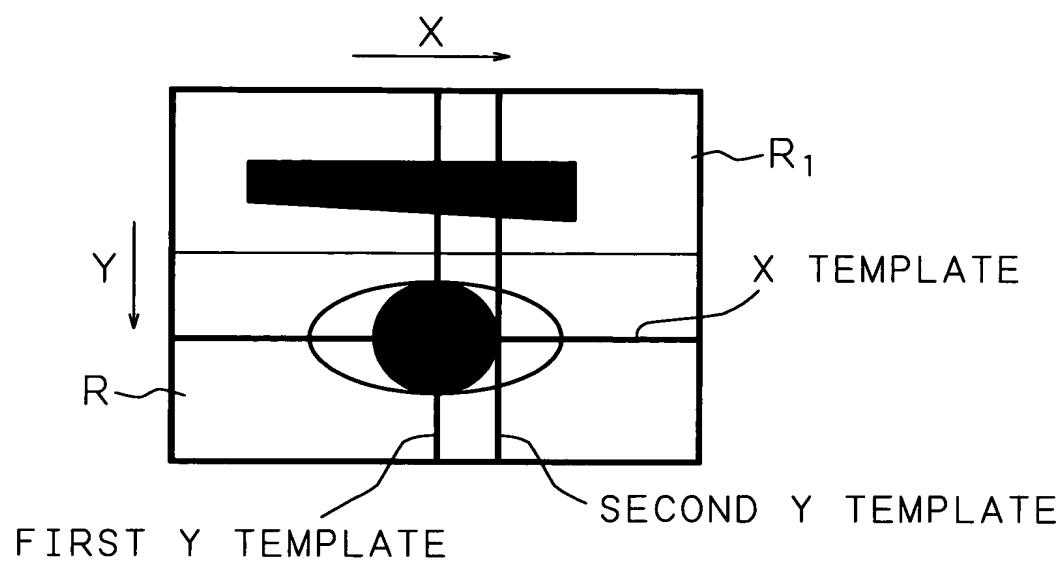


FIG. 3

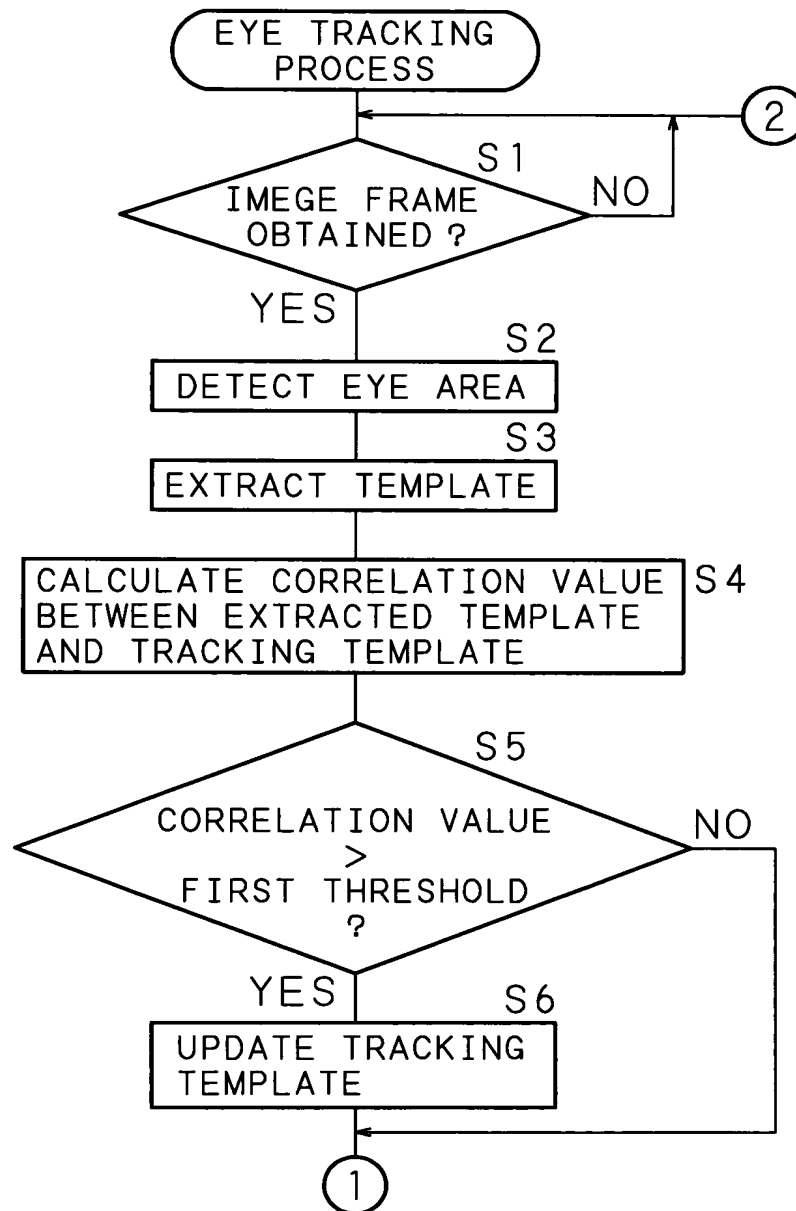


FIG. 4

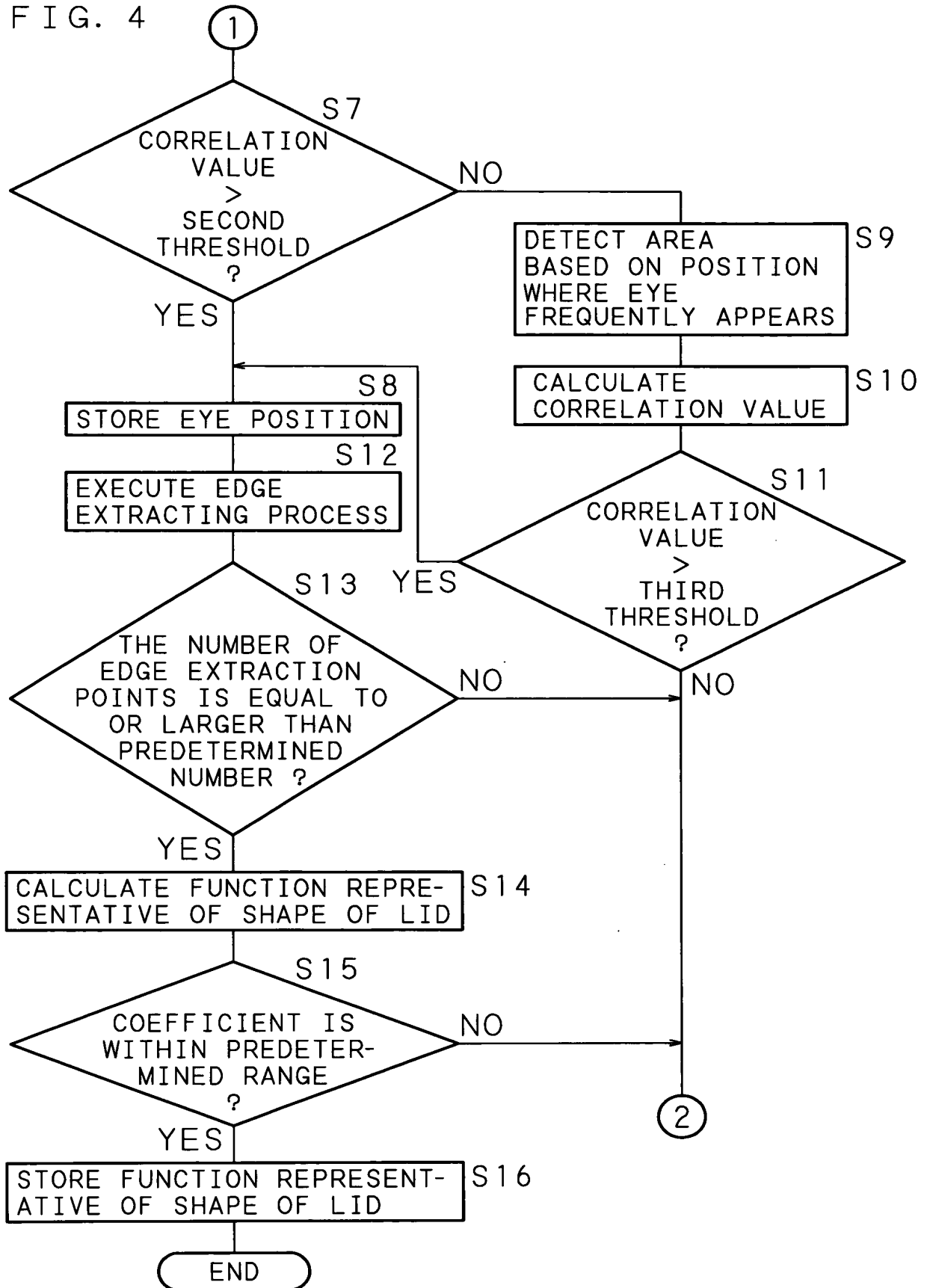


FIG. 5A

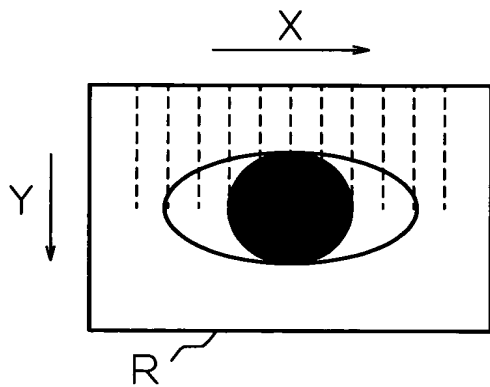


FIG. 5D

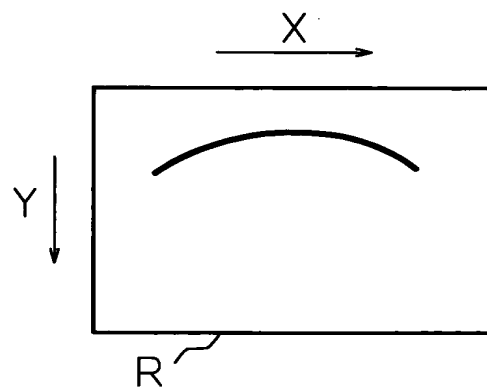


FIG. 5B

MATRIX WITH THREE ROWS  
AND THREE COLUMNS

1	1	1
0	0	0
-1	-1	-1

FIG. 5E

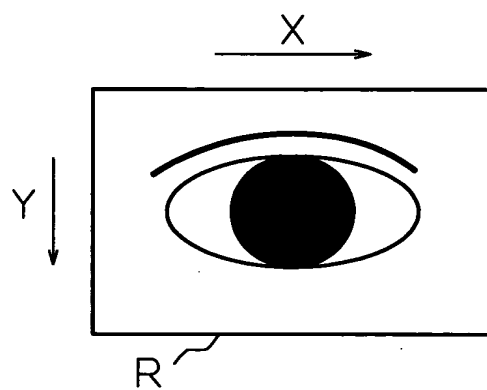


FIG. 5C

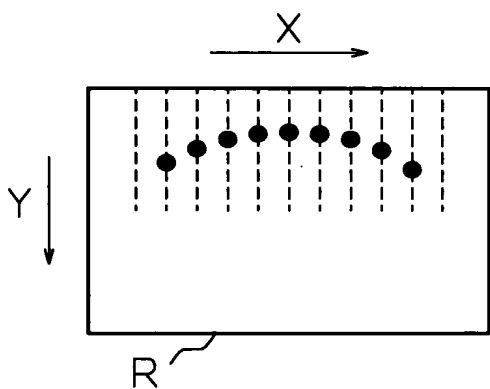


FIG. 5F

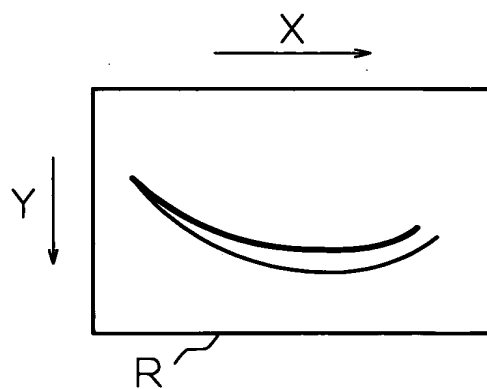


FIG. 6

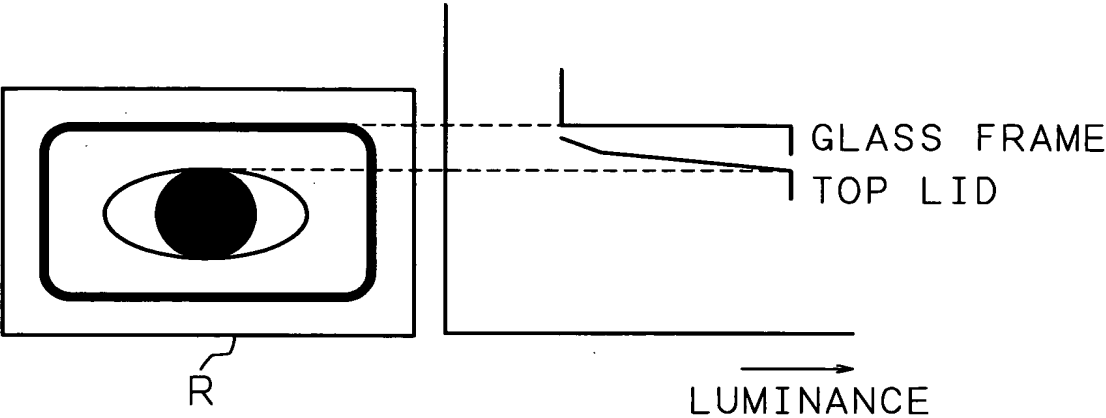


FIG. 7

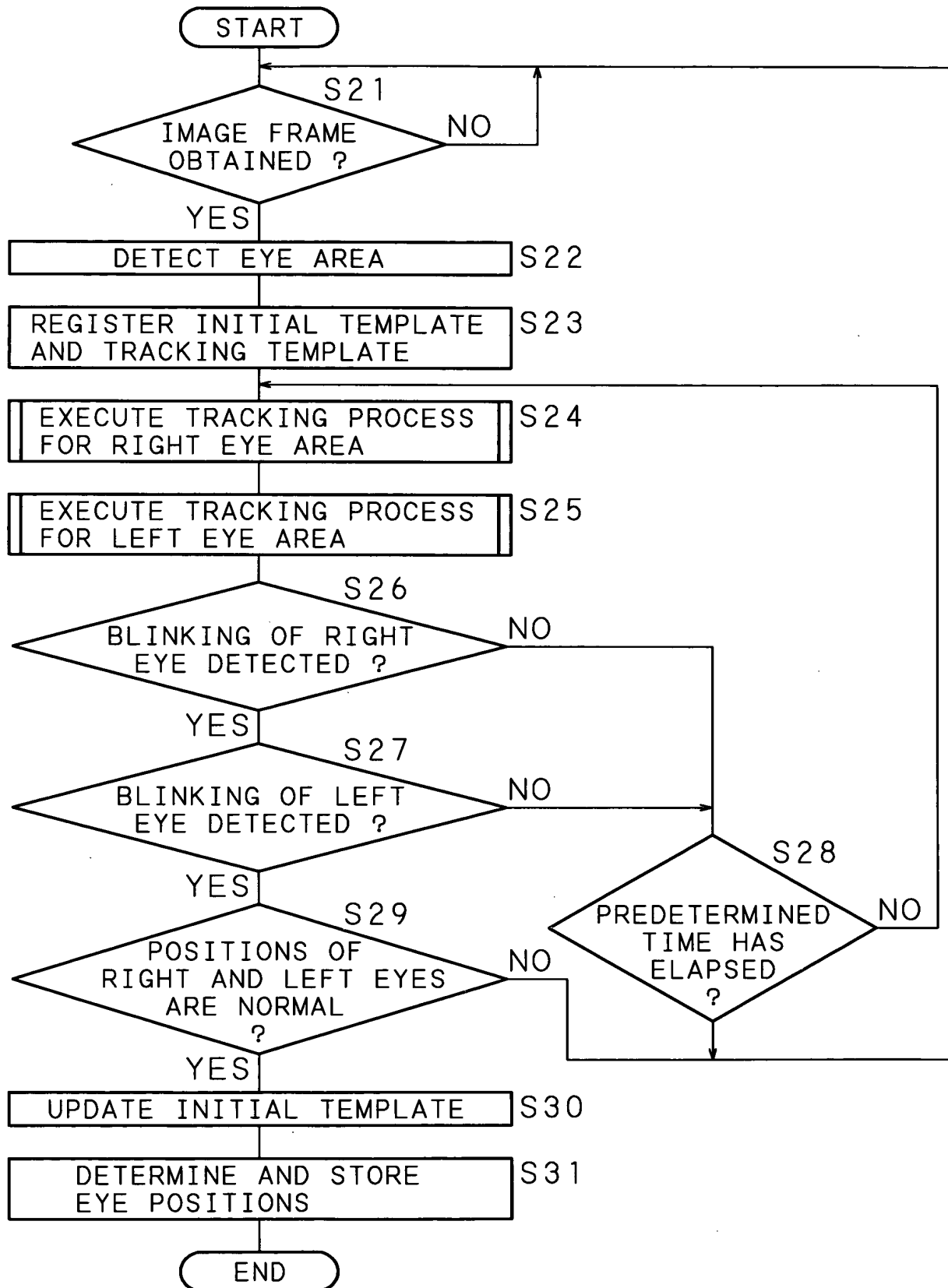


FIG. 8

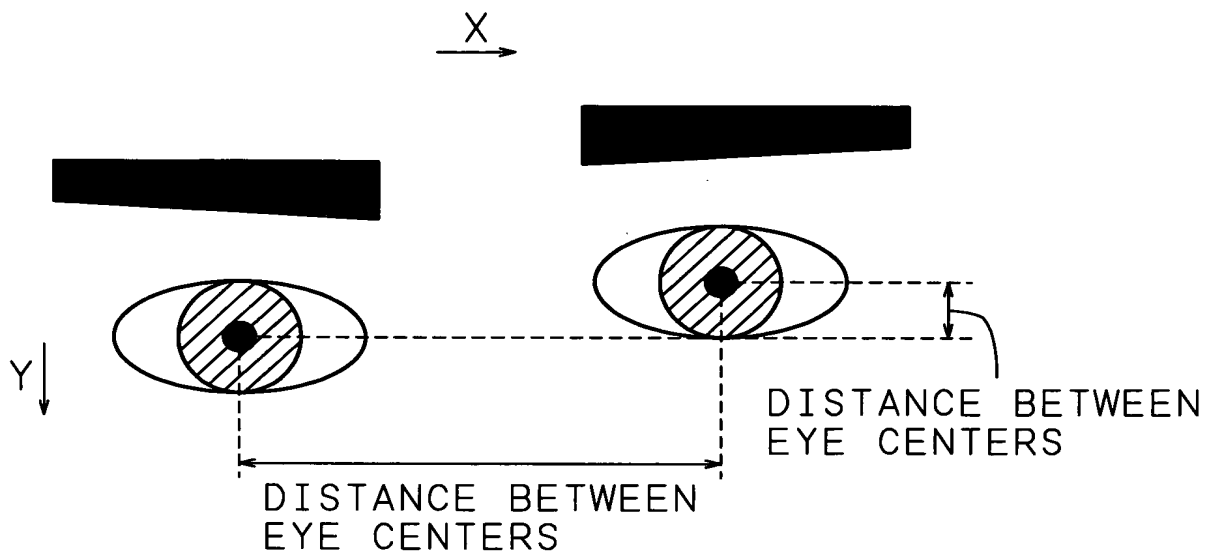




FIG. 9

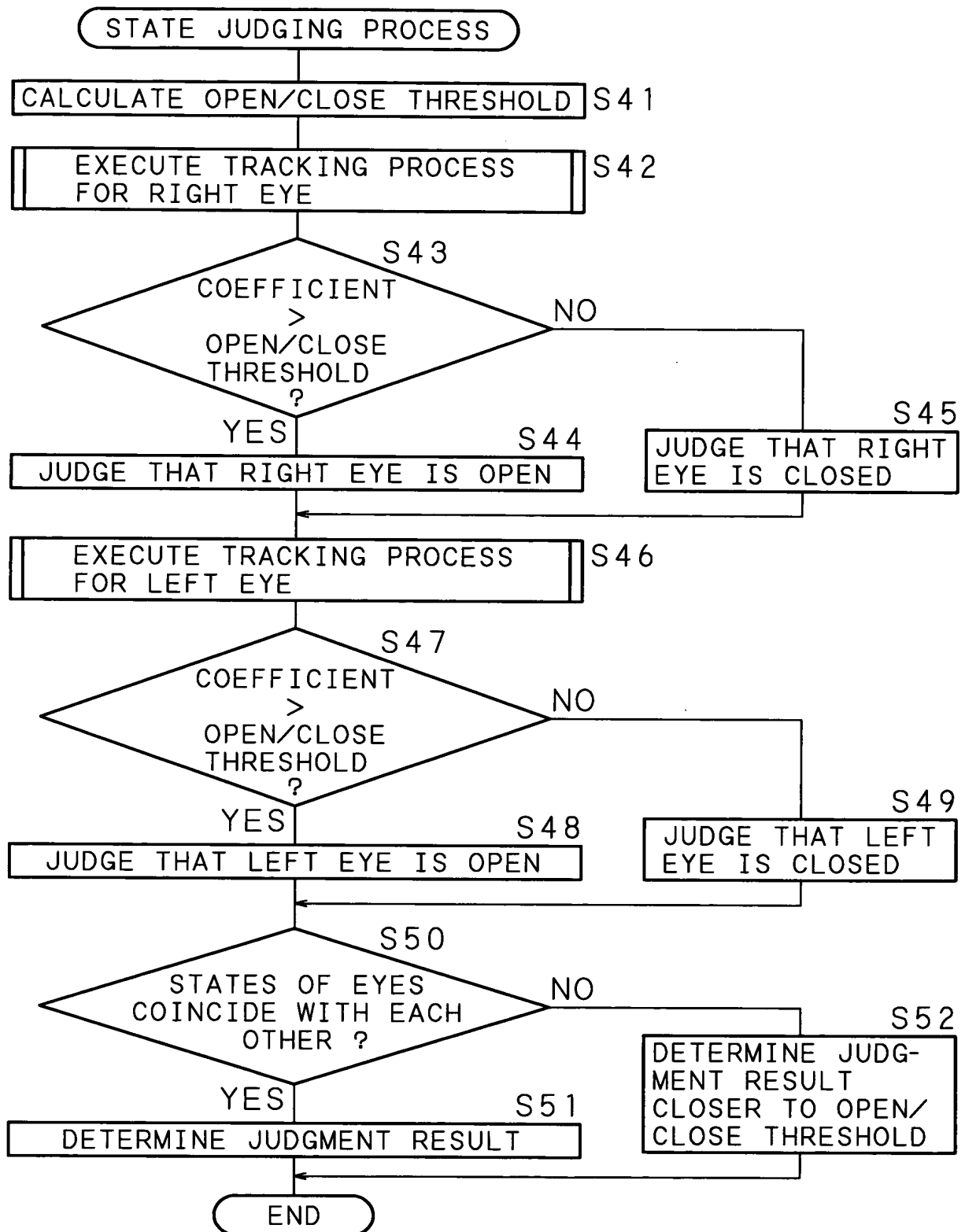


FIG. 10

